THRUST

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THE GAME

The resistance is about to launch a major offensive against the Intergalactic Empire. In preparation for this, they have captured several battle-grade starships, but they lack the essential power sources for these formidable craft, Klystron Pods.

You have been commissioned by the resistance to steal these pods from the Empire's storage planets. Each planet is defended by a battery of 'Limpet' guns, powered by a nuclear power plant. By firing shots at the power plant, the guns can be temporarily disabled; the more shots fired at the nuclear reactor, the longer the guns will take to recharge. BUT BEWARE!! If you fire too many shots at the reactor, it will become critical, giving you just ten seconds to clear the planet before it is destroyed. If you have not already retrieved the pod stored at that planet, then you will have failed the mission. If you have retrieved the pod, and you manage to send the reactor into its critical phase, and leave the planet safely, you will receive a hefty bonus.

Further into the Empire's system, you will encounter planets with REVERSE GRAVITY and something even more deadly.

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464 + DISK OWNERS

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Amstrad CPC 464 Manual.

PLAYING THE GAME

You can control your ship with the keyboard, using the following keys:

Z = ROTATE SHIP ANTICLOCKWISE RETURN = FIRE
X = ROTATE SHIP CLOCKWISE SHIFT = THRUST
SPACE BAR = ACTIVATE TRACTOR BEAMS/EXTERNAL SHIELDS
COPY = PAUSE GAME DELETE = CONTINUE
AFTER PAUSE ESC = ABORT GAME

To collect a Klystron Pod, hover just above the pod, activate the tractor beam, and thrust away from the pod. When the automatic tow-bar has fixed to the pod, you can deactivate the tractor beam.

To collect fuel, hover above a fuel cell, and activate the tractor beam.

SCORING

DESTROYING A LIMPET GUN	750 POINTS
DESTROYING A FUEL CELL	150 POINTS
PICKING UP A FUEL CELL	300 POINTS
BONUS FOR MISSION COMPLETED	VARIES ACCORDINGLY
BONUS FOR DESTROYING PLANET	MISSION BONUS + 2000 POINTS
MISSION FAILURE	NO BONUS!!

A spare ship is allocated for every 10,000 points.

The game will end if (a) You die and have no spare ships
(b) You run out of fuel

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